MESSAGE OUTPUT DEVICE, MESSAGE CONTROL METHOD, PROGRAM, AND INFORMATION RECORDING MEDIUM

ABSTRACT OF THE DISCLOSURE

A battle situation detection unit (205) detects progress status of a battle controlled by a battle control unit (204) and winning and losing statuses of friend and enemy sides. An audio data acquisition unit (209) acquires audio data specified based on the progress status of the battle. The audio data acquisition unit (209) detects winning and losing statuses of the friend and enemy sides at each predetermined timing, and acquires arbitrary matching audio data based on the detected winning and losing statuses. The audio data acquisition unit 209 sends the acquired audio data together with priority orders to a queue buffer (210). An audio output unit (212) reads out the audio data from the queue buffer (210) according to the priority orders, synthesizes an audio signal from the read-out audio data, and outputs audios from a predetermined speaker.

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